1

7

8

MAR 0 4 2002 &

## **ABSTRACT**

The present inventibilities a vocabulary building word game that converts common phrases, names,

- 3 titles, or words into complex and generally not commonly known words. By use of definitional
- 4 clues, the player or players attempt to determine the meaning of the common phrase, name, title or
- 5 word. A player's skill is indicated by the number of clues needed to solve the puzzle. While
- 6 playing the game, the player(s) are building their vocabularies while having fun.